



COSMERE[®]
ROLEPLAYING GAME



SPEAK THE WORDS

A ONE-SHOT ADVENTURE FOR 3RD-LEVEL
CHARACTERS IN THE STORMLIGHT™ CAMPAIGN SETTING



COSMERE[®]

ROLEPLAYING GAME

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This adventure requires the *Stormlight Handbook* to play.



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SPEAK THE WORDS

AN ADVENTURE FOR 3RD-LEVEL CHARACTERS IN THE STORMLIGHT™ CAMPAIGN SETTING

ODIUM'S ARMY SWARMS THE OUTSKIRTS OF Karanak, one of the Coalition of Monarchs' last footholds in Alethkar. United in the midst of a highstorm, the characters face a fateful choice—to protect a vital Soulcaster or liberate imprisoned singers. *Speak the Words* is a short, heroic introductory adventure for four player characters (PCs) of 3rd level.

ADVENTURE BACKGROUND

Perched on a delta in the Bethab principedom of Alethkar, the port city of Karanak braces for war. For months, the city has been besieged by violent Regals, and the delta has since become a battlefield. One week ago, a stormform Regal led a harrowing assassination attempt on Tira—Karanak's Soulcaster, responsible for transforming stone into food for the city (see "Science and Technology" in chapter 1 of the *Stormlight World Guide*). Although the attack failed, it shook morale, revealing just how swiftly the city teeters toward disaster.

Across the battlefield, swept up in the conflict between the coalition and Odium's forces, a group of imprisoned singers who resisted Odium's call languish in a locked stormshelter. One of these captives—Kethrin, a PC close to swearing the First Ideal—has just escaped, fleeing toward Karanak for help.

Meanwhile, General Jathid of Karanak has received word the enemy plans to launch a full-scale attack on the city at midday. When a spy informs him of Kethrin's escape, he resolves to rescue the singer—and uncover whatever she knows.

RUNNING THE ADVENTURE

At the start of the adventure, Kethrin races toward Karanak after escaping Odium's warcamp. A stormform Regal pursues her. Meanwhile, General Jathid has gathered the rest of the PCs at the city gates. The party must work together to help Kethrin shake off the Regal and escape to Karanak before a highstorm strikes.

Once safe in the stormshelter, Jezri and Kethrin have the chance to share crucial information to shape the party's next decision. Jezri warns of the need to protect Karanak's Soulcaster from assassination, while Kethrin seeks to save innocent conscripts imprisoned in Odium's warcamp. There isn't time to complete both

missions, each of which leads to an exciting combat scene. Depending on the party's choice, either Jezri or Kethrin gets the opportunity to swear the First Ideal, unlocking a powerful new ability.

In a final twist, when the rescued singers return to Karanak, General Jathid orders their imprisonment. The adventure concludes with the party attempting to persuade Jathid to free Kethrin's people. Success marks a small but meaningful step in the journey toward understanding and unity between humans and singers.

GATHER YOUR PARTY

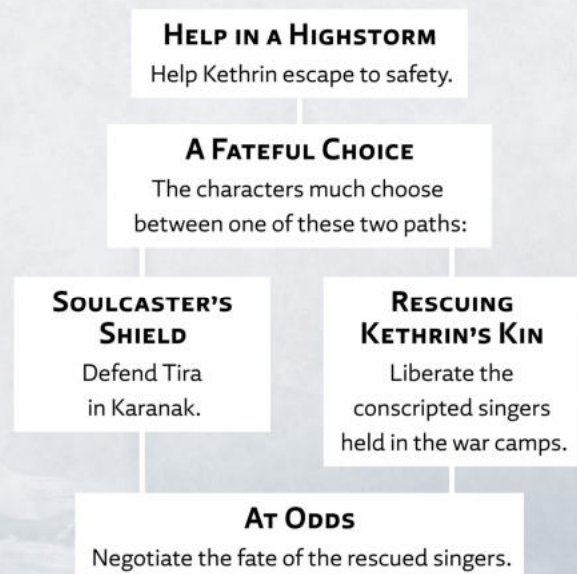
This adventure includes six pregenerated PCs with character sheets.

Jezri and Kethrin. Two of the PCs, Jezri and Kethrin, are close to swearing the First Ideal, and must both be included in the group. For the most dramatic gameplay experience, consider assigning these PCs to players who enjoy roleplaying and feel comfortable in the spotlight. The remaining players can then choose who they'd like to play.

ROLEPLAYING MADE EASY

Encourage players to reference their character sheets for their purpose, obstacle, and goals (see "Goals and Rewards" in chapter 8 of the *Stormlight Handbook*).

ADVENTURE FLOWCHART



HELP IN A HIGHSTORM

When the players are ready to begin, read the following:

A gale whips through the empty streets of Karanak, sending windspren dancing like blue streamers overhead. You have gathered outside the city gates. A patchwork of rocky, crem-streaked floodplains stretches before you. Vast stormclouds creep across sky and obscure the rising sun, casting the landscape in deepening shadows.

Moments ago, General Jathid reported that a singer from behind enemy lines is heading for Karanak. Your mission is to find her and help her reach the city before the highstorm hits.

Kethrin, you have just escaped one of Odium's war camps. A menacing stormform Regal is on your heels, barbed carapace crackling with red lightning. The Regal is almost upon you—and so is the highstorm.

BAND TOGETHER

The PCs must unite as a highstorm gathers. This is an endeavor in which the PCs try to succeed on multiple skill tests (see “Endeavors” in chapter 12 of the *Stormlight Handbook*). Each success brings them closer to uniting at a safe stormshelter in Karanak (see “Resolving the Endeavor”).

Potential approaches for Kethrin include:

Run, Kethrin, Run. Kethrin scrambles across the rubble-strewn terrain toward escape (DC 14 Athletics).

Dodge or Disappear. Rubble from previous conflicts provides cover. Kethrin can hide (DC 12 Stealth) or weave between debris to lose her tail (DC 14 Agility). This is a good place to raise the stakes (see “Raising the Stakes” in the introduction of the *Stormlight Handbook*).

The other PCs focus on retrieving Kethrin and bringing her back to Karanak. Potential approaches include:

I Spy. A PC can scan the area to locate Kethrin (DC 12 Perception) or calculate the safest direct path back to Karanak (DC 14 Deduction). These tests to sweep the area gain an advantage if the PC has a movement rate of 30 feet or higher.

Pathfinder. A strategic PC can coordinate the search party (DC 13 Leadership) or help the group navigate the uneven terrain (DC 14 Survival).

If a character gains an Opportunity (🌀) or Complication (⚡), use the Band Together Opportunities and Complications table for inspiration (see “Using Opportunities and Complications” in chapter 13 of the *Stormlight Handbook*).

BAND TOGETHER OPPORTUNITIES AND COMPLICATIONS

Result	Example
🌀	A downpour begins, disrupting the stormform Regal's powers. The Regal's next damage roll is made with a disadvantage on both dice.
⚡	The stormform Regal draws close enough to attack. Unless Kethrin's next contribution is an Agility or Stealth test, she is grazed by one of the Regal's lightning bolts and takes 2d8 energy damage.

RESOLVING THE ENDEAVOR

The endeavor succeeds if the party accrues 6 successes before 4 failures, or if they otherwise complete the objective. If at any time Kethrin is reduced to 0 health, the endeavor immediately fails.

Success. The party unites and reaches a stormshelter in Karanak, where they can converse freely until the storm subsides.

Failure. The party unites and reaches the stormshelter, but not before the highstorm hits. Each PC takes 1d12 impact damage as a strong gust batters them on the way to safety.

RUNNING MEMORABLE ENDEAVORS

As the GM, your goal should be to make endeavors feel seamlessly integrated into the narrative. It's usually best not to announce exactly how many successes the PCs need to succeed. Instead, make every skill test count: narrate the results and strive to make each character's actions feel connected to what other characters are doing in the scene. Reward clever ideas by giving advantages on tests, and raise the stakes when characters take bold actions. You should still tally successes and failures behind the scenes, but keep players focused on the story rather than the mechanics.

A FATEFUL CHOICE

With the party now united in the stormshelter, read the following:

General Jathid breezes in, followed by a contingent of straight-backed guards. “You’ve done well,” he says, nodding to the party in acknowledgement.

“I arranged for your rescue,” Jathid says, directing his gaze pointedly at Kethrin. “If you possess important information pertaining to the enemy, I request you share it. Now.”

The whole party is free to converse. General Jathid and the PCs all know Odium’s forces plan to launch a large-scale attack after the highstorm.

Kethrin and Jezri may share the following:

Prisoners of War. Kethrin escaped, but her friends and family remain confined in a stormshelter deep in enemy territory. Innocent conscripts imprisoned by the Regals, they do not wish to fight the people of Karanak. If they are not saved soon, they’ll face the wrath of their nightform Regal guard.

Strike Force. Jezri knows the unsuccessful assassination attempt on Karanak’s Soulcaster won’t be the last. Tira is in danger: the stormform Regal will return to finish the job as Odium’s forces launch their main attack.

Time is short, and splitting up is too dangerous when facing Regal foes. The party can only complete one of these missions.

General Jathid argues the party should protect Soulcaster Tira, as she is essential to Karanak’s defense, and the imprisoned singers’ plight is inconsequential. Regardless, Jathid plans to spare a contingent of guards to attempt whichever mission the PCs do not choose. He urges the party to decide soon, so he may prepare.

After a short rest, the storm finally recedes, the party embarks on their chosen mission, and Odium’s forces attack Karanak. Proceed to “Soulcaster’s Shield” if the party opts to remain in Karanak to safeguard Tira. Proceed to “Rescuing Kethrin’s Kin” if they choose to sneak behind enemy lines to liberate the imprisoned singers.

ROLEPLAYING JATHID

Characteristics: Proud, commanding, pragmatic.

Goal: Climb the ranks of the coalition by proving his worth as a commander.

Appearance: Jathid (“JAH-thid”; he/him) is an imposing, lighteyed Alethi human. He keeps his dark hair slicked back and his equipment polished to a sheen.

General Jathid is a cunning leader who has maintained Karanak’s independence through shrewd tactics. Since the Everstorm upended the city, he mistrusts singers and makes little effort to conceal his distaste for them. He does whatever it takes to keep Karanak safe.



TIRA THE
SOULCASTER



SOULCASTER'S SHIELD

As Odium's forces launch their attack on Karanak, Tira takes shelter in the city's Vorin temple (see map 1). Unfortunately, a Regal assassin has already tracked the Soulcaster to this location. Read the following:

Far from the front lines, Soulcaster Tira takes shelter in a small temple to Jezrien, the Herald of Kings. Untouched by the Everstorm, the courtyard is serene and well-maintained. Tira kneels in prayer before a clear fountain, its soft sputtering enough to mute the distant battle cries ringing out beyond the stone walls.

Have each player describe where their character is in the courtyard, then read the following:

Screams erupt from the entrance to the temple. The assassins are here.

A familiar stormform Regal lands on the rooftop, wreathed in electricity, as two warforms rush in through the hallway to the east.

Save Tira at all costs.

The **stormform Regal** attacks from the eastern side of the tiled rooftop, along with two **warform singers** who burst through the eastern doorway. Soulcaster Tira ("TEE-rah"; she/her) uses the **commoner** stat block but has 15 Health; she Aids (►) the party during the fight. If Tira or the enemy singers are defeated, immediately proceed to "Resolving the Combat."

During combat, characters might try to investigate or interact with the following elements of this scene:

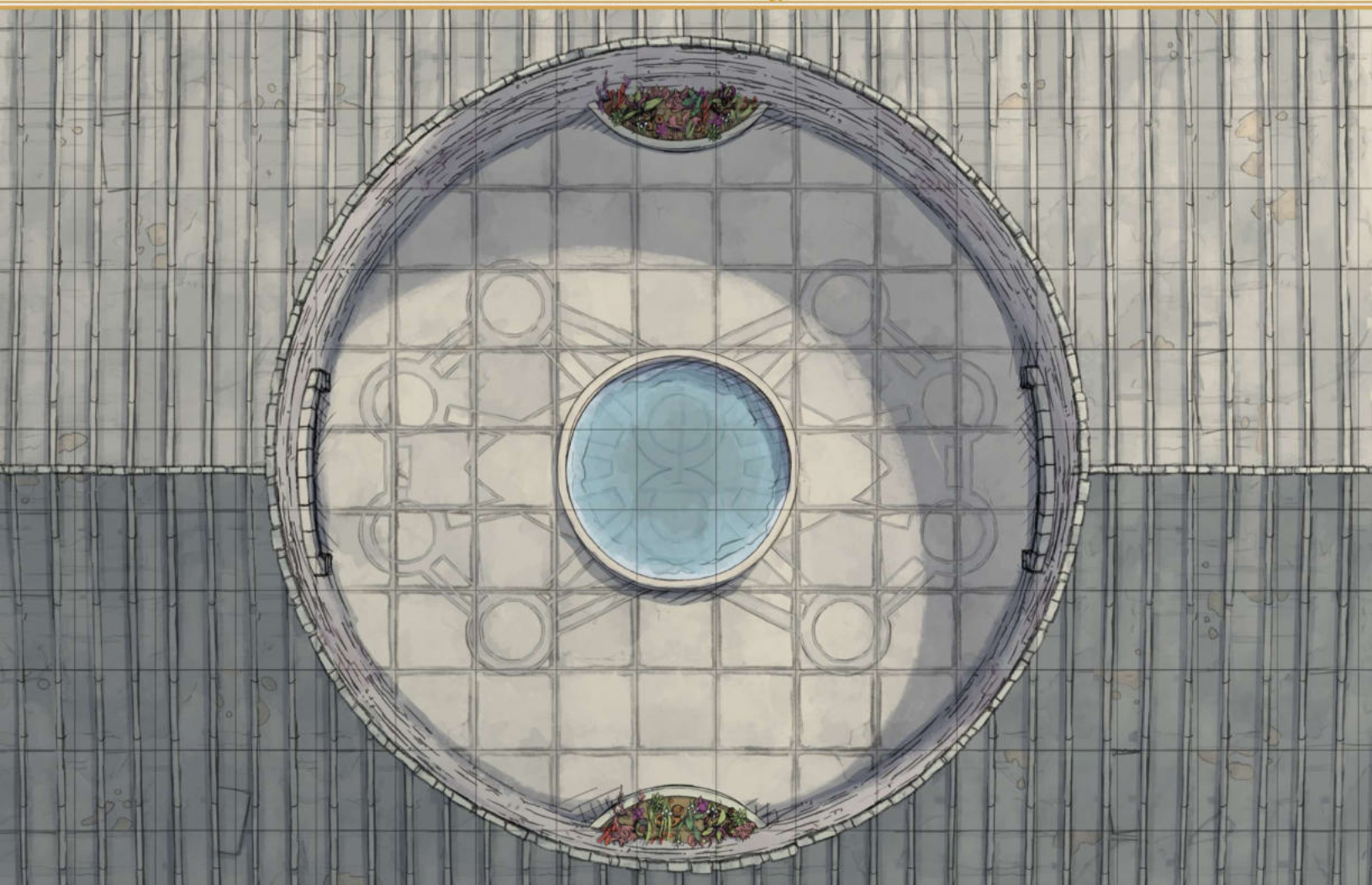
Fountain. A stormwater fountain sits in the courtyard of the temple. If forced into the fountain, the stormform Regal is drenched and loses the use of her electrical powers due to her Water Weakness.

Temple Roof. The temple has a tiled rooftop 20 feet above the battlefield. Sheer walls make it difficult to climb (DC 18 Athletics) and a character falling from the rooftop takes 2d6 impact damage.

TACTICS

At the start of combat, the stormform Regal uses Storm Leap (►) to reach Tira, then Gain Advantage (as ►), and finally attempts to Grapple (►►) her. If the Regal

MAP 1: ROOFTOP AND COURTYARD OF THE VORIN TEMPLE



succeeds, she spends her next turn leaping 20 feet back up to the temple's ruined rooftop, remaining out of the party's line of sight. The stormform Regal prioritizes eliminating Tira, utilizing Bolt of Lightning (►►) to threaten PCs who climb or fly onto the rooftop.

The stormform Regal avoids the fountain but casts wary glances in its direction. A shrewd PC can discern water is a stormform's weakness with a successful DC 14 Insight or Lore test.

The warform singers focus on one target at a time with Warpair Coordination. They use cover or their External Carapace to Brace (►) when in danger.

SPEAK THE WORDS

Jezri taking heroic action during the combat grants him the opportunity to mark the final milestone toward his First Ideal goal. Encourage Jezri to embody the oaths with a prompt such as, "How does Jezri react when Tira is in danger?"

When it feels narratively appropriate, Jezri's spren points to Tira and says, "You can save her—if you speak the Words." If Jezri chooses to speak the words, they come unbidden to his mind: "Life before death. Strength before weakness. Journey before destination."

As he speaks the word "strength," his feet rise to hover just above the ground, and Jezri gains the Empowered condition until the end of the scene (see "Conditions" in chapter 9 of the *Stormlight Handbook*). The Stormfather's disembodied voice booms, "These words are accepted."

If a character gains an Opportunity (◆) or Complication (☀), use the Soulcaster's Shield Opportunities and Complications table for inspiration.

SOULCASTER'S SHIELD OPPORTUNITIES AND COMPLICATIONS

Result	Example
◆	Tira manages to Soulcast the stormform Regal's shortspear, transforming it into grain. The Regal loses that weapon and 1 focus.
☀	A wayward attack causes a piece of the temple's ceiling to come crashing down. A PC must succeed on a DC 13 Agility test or take 1d6 impact damage and become Prone.

RESOLVING THE COMBAT

This combat ends when one of the following conditions are met:

The stormform Regal is defeated. If the stormform Regal is defeated, the warforms immediately retreat.



JEZRI EXPERIENCES THE
SURGE OF GRAVITATION

The Soulcaster is slain. If Tira is slain, all enemy singers withdraw, their mission complete. The enemy singer who dealt the finishing blow attempts to take Tira's Soulcaster fabrial. Should an enemy singer leave the temple with the fabrial, they blend into the chaos of the battle outside and vanish.

Defeat is imminent. If both warforms fall and Tira is safe, the stormform Regal retreats. She vows to return and complete her mission, no matter how many attempts it takes. If a PC was particularly effective in the fight, she singles them out as a foe she will not forget.

AFTERMATH

After grueling hours of relentless battle, Odium's forces retreat and Karanak wins the day. Surviving soldiers return to the city exhausted and uneasy, and the party finds General Jathid among them. With him are the rescued singers—in chains. Proceed to "At Odds."

RESCUING KETHRIN'S KIN

As Karanak's armies march to battle, the party slips out of the city through an old seaside passage. Giving the warzone a wide berth, the PCs approach the enemy camp from the south (see map 2). Read the following:

 You arrive at the southern edge of the enemy camp. Behind you, a relentless tide of warform singers advance on Karanak. Archers from both sides launch volleys of arrows. Red lightning flashes sporadically across the battlefield as stormform shock troops lead the fight.

The camp, however, is quiet, disturbed only by the muted din of distant battle. A semicircle of tents surrounds a crackling campfire. Huddled to the east is the windowless stormshelter, gray and squat, an iron lock sealing the heavy stone door.

Kethrin's kin are inside. You are their only hope.

Characters might try to investigate or interact with the following elements of this scene:

Locked Bunker. The stormshelter holding the prisoners is a stone structure with a heavy iron lock (DC 20 Thievery). The nightform Regal guard holds the key in a pouch on his belt.

Campfire. A Medium campfire burns nearby. Anyone who enters the area takes 1d6 energy damage per round until they spend an action to put out the fire.

Weapons and Supplies. A weapons rack sits 10 feet northwest of the campfire and is stocked with several shortspears and longspears. Water barrels and supply crates surround the tents.

SNEAK ATTACK

The **nightform Regal** foresaw the PCs would return for Kethrin's kin and has prepared an ambush. The Regal hides in the northeastern tent, closest to the locked bunker, while two **warform singers** hide in the southern tents, and one **nimbleform singer** hides in the northwestern tent.

A PC who succeeds on a DC 13 Perception test spots a tent rustling and can alert the party before the attack. Unless detected, the enemy singers burst from the surrounding tents and attack, and each PC gains the Surprised condition until the end of their first turn of combat (see "Conditions" in chapter 9 of the *Stormlight Handbook*).

MAP 2: THE SINGER WARCAMP AND STORMSHELTER



When the nightform Regal or two of his allies fall to a quarter of their health, they retreat. None of the enemy singers fight to the death.

CHANGE OF HEART

At the start of combat, all PCs can make a DC 14 Insight test. Those who succeed notice the nimbleform singer frowns at the stormshelter and fights half-heartedly, as though troubled by the singers' imprisonment.

A PC can spend a turn attempting to persuade the nimbleform singer to flee or switch sides. On a successful DC 12 Persuasion or Leadership test, the nimbleform singer complies.

KETHRIN PREPARES TO USE
THE SURGE OF COHESION



KATERINA LADON

LADON

SPEAK THE WORDS

Kethrin taking heroic action during this combat, such as trying to open the stormshelter or persuading the nimbleform singer to switch sides, grants her the opportunity to mark the final milestone toward her First Ideal goal. Encourage Kethrin to embody the oaths with a prompt such as, “What is Kethrin thinking in this moment as she fights to free her people?”

When it feels narratively appropriate, Kethrin's spren zips toward the stone wall of the locked bunker, saying, “You can free them—if you speak the Words.” If Kethrin chooses to speak the words, she knows them without any prompting: “Life before death. Strength before weakness. Journey before destination.”

As she speaks the word “journey,” the stone around the door begins to glow and Kethrin gains the Empowered condition until the end of the scene (see “Conditions” in chapter 9 of the *Stormlight Handbook*). The Stormfather's disembodied voice booms, “These words are accepted.”

If a character gains an Opportunity (🌀) or Complication (💥), use the Rescuing Kethrin's Kin Opportunities and Complications table for inspiration.

RESCUING KETHRIN'S KIN OPPORTUNITIES AND COMPLICATIONS

Result	Example
🌀	A sudden gust intensifies the campfire, and a flame catches on a nearby tent. The nearest enemy singer gains a disadvantage on their next test while distracted by the fire.
💥	A tent stake pulls free, and a panel of canvas whips in the wind to entangle a nearby player character. They are Disoriented until they spend an action to remove it.

AFTERMATH

Once the nightform Regal is defeated, Kethrin reunites with her friends and family. Among them is Vasha (“VAH-sha”; they/them), her opinionated cousin who greets her with a bear hug. Reunited, the rescued singers agree to accompany the party to Karanak for a respite. The group hurries back to the city before any surviving enemies can return.



AT ODDS

Once the group returns to Karanak, General Jathid's response depends on which mission the party chose.

If the party opted to save Soulcaster Tira, read the following:

General Jathid looms over a group of singers in chains. His breastplate is scarred with deep gouges, hair streaked with blood and ash. "Lock them up. Now," he commands, silencing debate.

Soldiers move to obey, yet one singer stands their ground. "We've done nothing wrong," they declare, black eyes narrowed in defiance. "We only want our freedom."

Kethrin, you recognize this singer. It's Vasha, your cousin.

General Jathid's personal guard rescued the conscripted singers as promised, but they are brought back as his prisoners. Jathid doesn't trust them and insists on verifying they aren't spies before releasing them.

If the party rescued Kethrin's kin, read the following:

You exit the seaside passage to find General Jathid waiting for you, flanked by soldiers. He sighs and unbuckles his gauntlets, now dented and caked with grime.

"Tira is dead." He glares at the singers you rescued. "We cannot trust these parshmen. Lock them up."

Soldiers move to obey, yet one singer stands their ground. "We've done nothing wrong," Vasha protests, chin held high. "We only want our freedom."

Jathid clenches his jaw. Vasha meets his gaze without wavering.

Tira was assassinated during the battle, and General Jathid is upset. Although her fabrial was recovered, the Soulcaster ardent was a dear friend, and Jathid is grieving her "pointless" death.

Regardless of which mission they chose, the party can attempt to convince General Jathid to release the innocent singers with a conversation (see "Conversations" in chapter 11 of the *Stormlight Handbook*). If the PCs succeeded in protecting Tira, they each gain an advantage on their first test to persuade Jathid.

PERSUADING GENERAL JATHID

The party might try arguments or lines of discussion like the following:

A Boon, Not a Bane. Arguments that the singers are more valuable as allies face an uphill battle. If a PC fails a test, Jathid claims he has no need for additional singer informants and questions their utility in the city. If a PC succeeds on a test, Jathid resists by spending 1 focus and arguing the singers must earn his trust before being granted favors. This is a good place to raise the stakes.

Honor. General Jathid considers himself an honorable man, and he despises Odium's army, especially the Fused and Regals. If his actions are likened to theirs, he immediately loses 1 focus without requiring a test.

Limited Resources. When faced with the challenge of feeding so many prisoners, Jathid acknowledges this concern. If a PC succeeds on a test, Jathid spends 2 focus to resist influence and promises only one night of detainment. If a PC fails a test, Jathid dismisses the issue, insisting their imprisonment is necessary until he can assess their trustworthiness.

If a character gains an Opportunity (🌀) or Complication (⚡), use the At Odds Opportunities and Complications table for inspiration.

AT ODDS OPPORTUNITIES AND COMPLICATIONS

Result	Example
🌀	A member of Jathid's personal guard speaks to a PC's bravery during the preceding scene. The PC's next test gains an advantage.
⚡	Vasha objects to General Jathid's callous treatment of their people. Jathid angrily ignores Vasha and regains 1 focus.

RESISTING INFLUENCE

General Jathid has a Cognitive defense of 15, a Spiritual defense of 14, and currently has 4 focus. He's receptive to arguments based on logic, but he spends 2 focus to resist appeals to empathy or justice.

If Jathid feels disrespected by a particularly disparaging argument, he makes a Leadership test with a +4 bonus and asserts his authority. If his test equals or exceeds the Spiritual defense of a PC, that PC must either spend 2 focus to resist influence or back down from the conversation.

RESOLVING THE CONVERSATION

The conversation succeeds if the party persuades General Jathid to free Kethrin's kin, either because they make especially compelling arguments or because Jathid no longer has enough focus to resist influence. If the PCs are unconvincing and fail multiple attempts to sway Jathid, you should decide when he has had enough, then end the conversation in failure.

Success. General Jathid relents, allowing Kethrin's kin to choose whether to remain in Karanak or depart. He expresses hope that the party continues to aid the city in battles to come.

Failure. General Jathid compromises by detaining the rescued singers for one night. He orders his soldiers to interrogate them thoroughly, a demoralizing experience for all involved.

CONCLUSION

Once the conversation with Jathid has been resolved, read the following:

As night falls and the first moon rises, Karanak is safe for now. Lookouts report that Odium's forces have fallen back. Though the city is still besieged, the people of Karanak will live to see another day.

If the rescued singers were interrogated, they depart as soon as they're released—with or without Kethrin. They walk away wounded and feeling betrayed; if the party attempts to persuade the singers to remain in the city, only one or two agree, wary of further abuse from General Jathid. The painful journey toward reconciliation between humans and singers grows a few steps longer this day.

If the rescued singers were freed unscathed, many of Kethrin's kin feel inspired by the party's success in swaying General Jathid. A PC can deliver an uplifting speech to convince the rescued singers to stay safely in Karanak.

This moment offers an opportunity for an aspiring Radiant to mark the final milestone toward their First Ideal goal—either Jezri or Kethrin, depending on who previously spoke the words. Encourage the player to describe how their newfound powers manifest, forging a new bond between humans and singers.

ADVERSARIES

COMMONER

Tier 1 Minion – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	11	1	1	12	0	1	11	0

Health: 10 (8–12) **Focus:** 2 **Investiture:** 0

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Athletics +1

Cognitive Skills: Crafting +2

Spiritual Skills: Insight +2, Perception +2

Languages: defined by culture

FEATURES

Minion. The commoner's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Capable. The commoner has a utility expertise in one profession, and they gain an advantage on skill tests related to that profession.

ACTIONS

► **Strike: Improvised Weapon.** Attack +1, reach 5 ft., one target. On a Complication, this improvised weapon breaks. *Graze:* 2 (1d4) impact damage. *Hit:* 3 (1d4 + 1) impact damage.

↻ **Distract (Costs 1 Focus).** When an ally makes a test against an enemy who is within reach of the commoner, the commoner grants the ally an advantage on that test.

NIGHTFORM REGAL TACTICS

A **nightform Regal** is a wily and often-unpredictable enemy who can react to events before they happen. They prefer remaining far from their opponents, using their Predict action and their Shortbow to harry their enemies while aiding their allies in doing the same. Meanwhile, they use Intervening Premonition to disrupt enemy maneuvers and tell their allies where and how to attack. When an enemy bears down on them, the nightform uses Glimpses of the Future to deal devastating blows.

NIGHTFORM REGAL

Tier 2 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	4	16	2	5	16	1

Health: 32 (27–37) **Focus:** 4 **Investiture:** 7

Deflect: 1 (carapace)

Movement: 30 ft.

Senses: 50 ft. (sight; darkness doesn't obscure this sense)

Physical Skills: Light Weaponry +6, Stealth +6

Cognitive Skills: Deduction +8, Lore +8

Spiritual Skills: Insight +7, Perception +7

Languages: defined by culture

FEATURES

Conflict of Fortune. Characters can't supernaturally view past or future events for which the Regal is present. Additionally, the Regal and each ally within 20 feet of them are immune to any unwanted effect that would force them to reroll or replace the result of their die rolls.

Glimpses of the Future (Costs 1 Investiture or More). Once per round, after the Regal rolls the dice for a test, the Regal can spend 1 Investiture or more to reroll that number of dice.

ACTIONS

► **Strike: Sidesword.** Attack +6, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

► **Strike: Shortbow.** Attack +6, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

► **Predict (Costs 1 Focus).** The Regal makes a Deduction test against the Cognitive defense of a target they can sense, gaining an advantage if the target has already acted this round. On a success, the Regal and each ally within 20 feet of them gain an advantage on Reactive Strikes against the target until the end of the target's next turn.

↻ **Intervening Premonition (Costs 1 Investiture).** When a character the Regal can sense makes a test, but before the test is resolved, the Regal can roll a d20, then if they wish, choose one d20 the character rolled for that test and replace it with the number the Regal rolled.

NIMBLEFORM SINGER

Tier 1 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	3	15	2	3	15	2

Health: 20 (15–25) Focus: 4 Investiture: 0

Movement: 30 ft.

Senses: 20 ft. (sight)

Physical Skills: Agility +5, Light Weaponry +5, Stealth +4

Cognitive Skills: Crafting +4, Deduction +5, Lore +4

Spiritual Skills: Perception +5, Survival +5

Languages: defined by culture

FEATURES

Deadly Speed. At the start of each scene, if the nimbleform singer isn't Surprised, they can take a fast turn before any other characters (this doesn't count as their turn this round).

Keen Senses. The nimbleform singer can spend 1 focus to gain an advantage on a Perception test (no action required).

ACTIONS

► **Strike: Mace.** Attack +5, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 8 (1d6 + 5) impact damage.

► **Strike: Shortbow.** Attack +5, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 8 (1d6 + 5) keen damage.

►► **Chosen Target (Costs 2 Focus).** The nimbleform singer chooses an enemy they can sense within 120 feet of them. For 1 hour, when the nimbleform hits their chosen enemy with a weapon attack, they deal an extra 3 (1d6) damage. In addition, the nimbleform singer gains an advantage on Survival tests to track that enemy.

NIMBLEFORM SINGER TACTICS

While **nimbleform singers** rarely fight, they're experts at tracking creatures and surveying an area, and they can easily exploit an enemy's weakness using their Chosen Target action.

STORMFORM REGAL

Tier 2 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	2	16	4	1	14	3

Health: 40 (30–50) Focus: 6 Investiture: 5

Deflect: 1 (carapace)

Movement: 30 ft.

Senses: 10 ft. (sight)

Physical Skills: Agility +7, Athletics +5, Light Weaponry +6

Cognitive Skills: Discipline +6, Intimidation +7

Spiritual Skills: Perception +4

Languages: defined by culture

FEATURES

Water Weakness. While the stormform is drenched in water, they can't use their Bolt of Lightning or Electrical Charge.

Barbed Carapace. While the stormform is Restrained by the Grapple action or a similar effect, the character restraining the stormform is Afflicted [1d8 keen].

ACTIONS

► **Strike: Shortsphear.** Attack +6, reach 5 ft. or range 20 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 10 (1d8 + 6) keen damage.

►► **Bolt of Lightning (Costs 1 Investiture).** Attack +7, range 60 ft., one target. This attack gains a disadvantage unless the Regal spends 1 focus to ignore it. *Graze:* 8 (2d8) energy damage. *Hit:* 15 (2d8 + 7) energy damage.

► **Storm Leap (Costs 1 Investiture).** The Regal jumps up to 60 feet. If they land within 5 feet of an enemy, the Regal can use the Gain Advantage action as ►.

► **Electrical Charge.** After the Regal uses the Move action, they become electrically charged until the start of their next turn. While charged, they're immune to energy damage, and whenever the charged Regal is hit by an attack by an enemy within 5 feet of them, the attacker takes 4 (1d8) energy damage.

STORMFORM REGAL TACTICS

A **stormform Regal** is a cunning foe, one specialized in closing distances and defending themselves. The Regal uses Storm Leap to jump to a weak-looking foe, hoping to goad them into taking damage from Electrical Charge. Meanwhile, the Regal alternates between using their Shortsphear and Bolt of Lightning to strike injured enemies.

WARFORM SINGER

Tier 1 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	14	1	1	13	2	2	14	2

Health: 24 (20–28) Focus: 4 Investiture: 0

Deflect: 2 (carapace)

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Athletics +5, Heavy Weaponry +4, Light Weaponry +3

Cognitive Skills: Discipline +5, Intimidation +4

Spiritual Skills: Leadership +4, Perception +4

Languages: defined by culture

WARFORM SINGER TACTICS

A **warform singer** is a brutally efficient combatant, especially when fighting alongside their warpair—another warform singer. Warpairs descend on a target together with their Warpair Coordination and, using their Martial Experience, they make multiple Axe attacks against a single foe to fell them. In a tight spot, the warform singer relies on their External Carapace for relief from an onslaught while their warpair continues fighting.

FEATURES

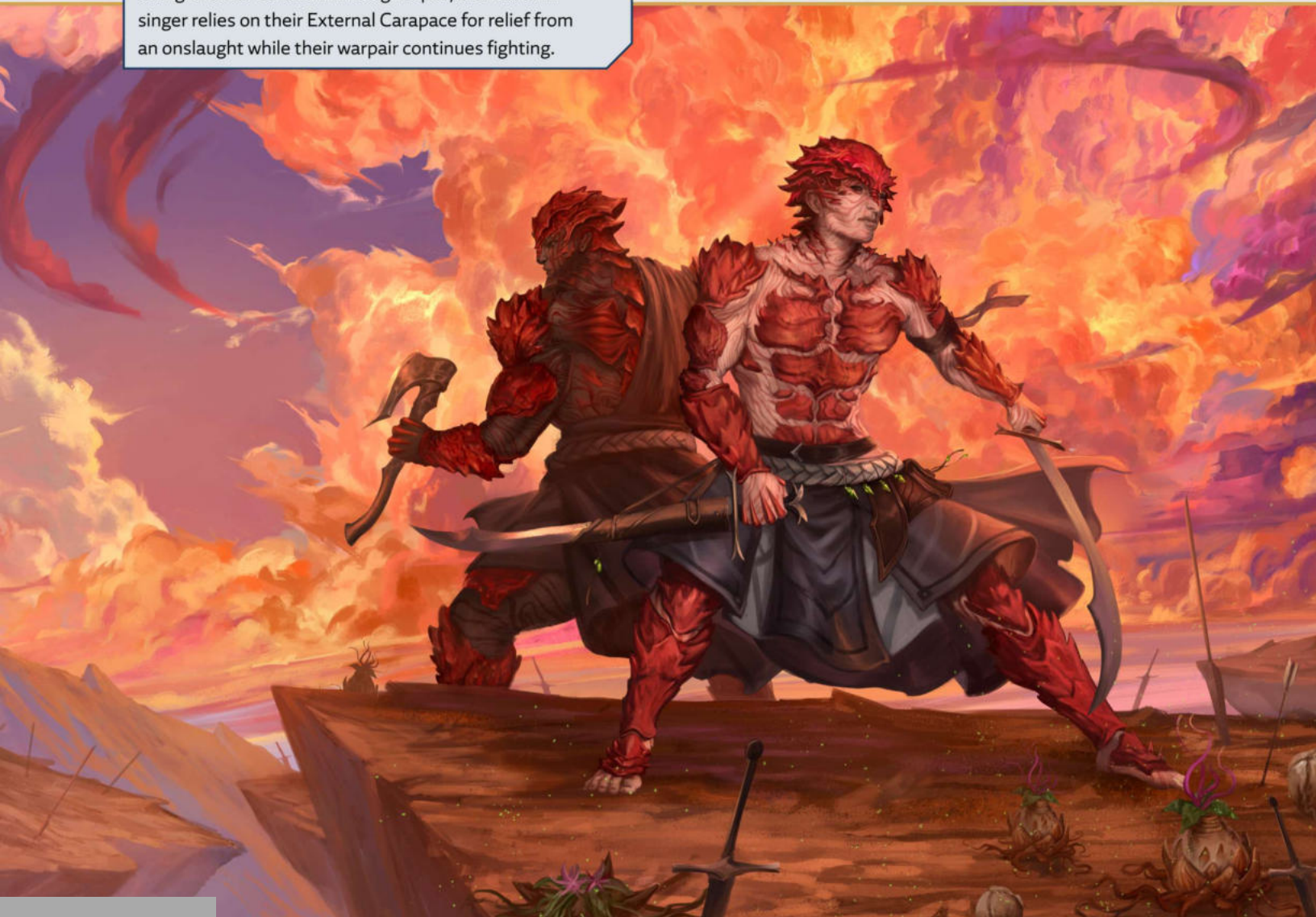
External Carapace. The warform can use their carapace like a shield, allowing them to use the Brace action.

Martial Experience. The warform can use their Strike action twice on their turn.

ACTIONS

- **Strike: Axe.** Attack +4, reach 5 ft., one target. The warform can jump up to 10 feet before or after making this attack. *Graze:* 3 (1d6) keen damage. *Hit:* 7 (1d6 + 4) keen damage.
- **Strike: Shortbow.** Attack +3, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 6 (1d6 + 3) keen damage.
- ➡ **Warpair Coordination (Costs 1 Focus).** After another warform within 5 feet of this warform takes the Move action, this warform moves up to their movement rate, ending their movement within 5 feet of the other warform.

TWO WARFORM SINGERS PREPARE FOR BATTLE.



PLAYER CHARACTERS


HOLTID (he/him)

Agent 3

Holtid is an adult singer, loyal to the coalition. He has worked as a spy among Odium's forces.


IKKOMA (she/her)

Envoy 3

A middle-aged Azish diplomat, Ikkoma leads a coalition task force to support Karanak (containing the other party members).


JEZRI (he/him)

Warrior 2 / Windrunner 1

An Alethi human teenager, Jezri grew up in Karanak. When his big brother fell in battle defending the city's Soulcaster, he took up his spear and joined the city's defense.


KETHRIN (she/her)

Leader 2 / Willshaper 1

Kethrin, a young adult singer, was previously enslaved in Alethkar. She distrusts humans but considers Odium and the Fused to be even worse.


TALAKO (he/him)

Hunter 3

Talako is an Unkalaki hunter working with the coalition. His wife was killed by Odium's forces.


TAREN (she/her)

Scholar 1 / Edgedancer 2

An Alethi medic from the Sadeas principdom, Taren has been sent to Karanak as a healer.

SPEAK AGAIN THE ANCIENT OATHS!

When Odium's forces besiege the city of Karanak, a group of heroes face a life-or-death decision. Whether they choose protection or liberation, they have a chance to swear the First Ideal and become Radiant!

Speak the Words is a one-shot adventure for 3rd-level characters, designed to introduce players to the COSMERE® ROLEPLAYING GAME and Stormlight™ Campaign Setting.

The *Stormlight™ Handbook* is required for play.

